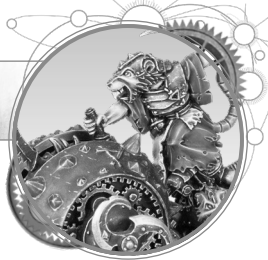




## DOOM-FLAYER



The Doom-Flayer rumbles across the battlefield in a whirling blur of blades, its crew seeking to close the distance to the foe with un-skavenlike eagerness. When its charge hits home, the bloody carnage that ensues is hideous to behold.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whirling Blades	1"	D6	3+	3+	-1	1
Rusty Knives	1"	2	5+	5+	-	1

### DESCRIPTION

A Doom-Flayer is a single model armed with Whirling Blades and Rusty Knives.

### ABILITIES

**Whirling Death:** *Doom-Flayers crash into the foe with hellish results, leaving a trail of gore in their wake.*

Add 1 to hit rolls for attacks made with this model's Whirling Blades if this model made a charge move in the same turn.

**More-more Whirling Death:** *A daring or deranged crew can kick the warpstone generator that powers their Doom-Flayer into overdrive. Sometimes they even survive the experience.*

Before you determine the Attacks characteristic for this model's Whirling Blades, you can say that the crew have kicked its generator into overdrive. If you do so, roll 2D6 to determine the Attacks characteristic for that attack instead of D6. However, if you do so and the roll that determines the Attacks characteristic is either a double or a roll of 7, this model is slain after all of the attacks have been resolved.

### KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS SKRYRE, WEAPON TEAM, DOOM-FLAYER